



ABILITY SCORES

SCORE	MOD

TEMP SCORE	TEMP MOD



DAMAGE
REDUCTION

DIE TYPE(S)

HIT POINTS

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CURRENT

SKILLS

APPRAISE ■
 AUTOHYPNOSIS
 BALANCE ■
 BLUFF ■
 CLIMB ■
 CONCENTRATION ■
 CRAFT ■ (_____)
 DECIPHER SCRIPT
 DIPLOMACY ■
 DISABLE DEVICE
 DISGUISE ■
 ESCAPE ARTIST ■
 FORGERY ■
 GATHER INFORMATION ■
 HANDLE ANIMAL
 HEAL ■
 HIDE ■
 INTIMIDATE ■
 JUMP ■
 KNOWLEDGE (_____)
 KNOWLEDGE (_____)
 KNOWLEDGE (_____)
 KNOWLEDGE (_____)
 LISTEN ■
 MOVE SILENTLY ■
 OPEN LOCK
 PERFORM (_____)
 PERFORM (_____)
 PERFORM (_____)
 PROFESSION (_____)
 PSICRAFT
 RIDE ■
 SEARCH ■
 SENSE MOTIVE ■
 SLEIGHT OF HAND
 SPELLCRAFT
 SPOT ■
 STABILIZE SELF
 SURVIVAL ■
 SWIM ■
 TUMBLE
 USE MAGIC DEVICE
 USE PSIONIC DEVICE
 USE ROPE ■

CROSS MAX RANKS = $LVL+3(/2)$
CLASS TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

[illegible]

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

ARMOR

$$= 10 +$$

MODIFIERS						
ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2

ARMOR WORN

AC WHEN
FLAT-FOOTED

AC VERSUS
TOUCH ATTACKS

MISS CHANCE

MAX DEXTERITY
BONUS

ARMOR CHECK
PENALTY

ARCANE SPELL
FAILURE

SPELL RESISTANCE

SAVING THROWS

	TOTAL	1	2	3	4	MODIFIERS		
						ABILITY	MAGIC	MISC
FORTITUDE						CON		
REFLEX						DEX		
WILL						WIS		

INITIATIVE

TOTAL	DEX	MISC
<div></div>	DEX	
	BASE	MODIFIED
SPEED	<div></div>	<div></div>

ATTACK ROLLS

	MULTIPLE ATTACKS					CLASS BASE				MODIFIERS			
	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
MELEE		-5	-10	-15						STR			
RANGED		-5	-10	-15						DEX			
GRAPPLE		-5	-10	-15						STR			
FLURRY OF BLOWS										STR			

ADDITIONAL MODIFIERS

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
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NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

PROFICIENCIES

WEAPONS: ☐ SIMPLE ☐ MARTIAL ARMOR: ☐ LIGHT ☐ MEDIUM ☐ HEAVY ☐ SHIELDS







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EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						TOTAL WEIGHT CARRIED		

MOVEMENT & LIFTING

MOVEMENT

WALK	HUSTLE	RUN
		
= BASE SPEED	= 2 x BASE SPEED	= 4 x BASE SPEED
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
		
= MAX LOAD	= 2 x MAX LOAD	= 5 x MAX LOAD

LIFTING

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	−3	×4
HEAVY		+1	−6	×3

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

SPECIAL ABILITIES & FEATS

LANGUAGES

	LANGUAGES	
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SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE
DC MOD

= 10 +

MODIFIERS	
ABILITY	MISC
<input type="text"/>	<input type="text"/>

TURN UNDEAD

TIMES/DAY

= 3 +

MODIFIERS	
CHA	MISC
<input type="text"/>	<input type="text"/>

TURNING
CHECK

CHA | || MODIFIERS | | |
| CHA | LEVEL | MISC |
| | | |

TURNING
DAMAGE

= 2d6 +

PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL	POWER POINTS
<input type="text"/>	0	<input type="text"/>	5TH	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	6TH	
<input type="text"/>	2ND	<input type="text"/>	7TH	
<input type="text"/>	3RD	<input type="text"/>	8TH	FREE MANIFESTATIONS
<input type="text"/>	4TH	<input type="text"/>	9TH	<input type="text"/>

PSIONIC COMBAT

1d20 + DC MOD +
ABILITY MOD

ATTACKS	EGO WHIP	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
DEFENSES	DEX	STR	CHA	INT	WIS
<input type="checkbox"/> EMPTY MIND	+1	-2	+3	-3	-5
<input type="checkbox"/> INTELLECT FORTRESS	-2	+1	+0	+6	+4
<input type="checkbox"/> MENTAL BARRIER	-1	+4	-3	+1	+3
<input type="checkbox"/> THOUGHT SHIELD	-4	-1	-2	+4	+2
<input type="checkbox"/> TOWER OF IRON WILL	+3	+0	-1	+5	-3
NONPSIONIC	-8	-9	+4	-8	-8
FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

SPELLS & POWERS

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES